

*Add a local architect to
your classroom!*

Let's Learn About Architecture with Puffin the Architect

Puffin is a skilled architect who's used to satisfying clients—until her own pufflings turn out to be her most challenging yet. She takes them on a tour of inventive animal homes she's designed, from a floating otter house to a cozy underground bakery, but nothing seems to please them. This story invites students to explore creative problem-solving, the design process, and how architecture can reflect the unique needs of its inhabitants.



Puffin the Architect

By Kimberly Andrews, readers age 3-5

90
MINUTES

Reading	15
Presentation	15
Activity	60

Credit: Kimberly Andrews



[Download](#) this lesson card and presentation.
[Add an architect](#) volunteer to your classroom.

Build a Structure Inspired by the Book!

Materials

Ask participants to save and bring cleaned, recycled items they have on-hand. Add cardboard, cardstock, aluminum foil, pipe cleaners, popsicle sticks, glue sticks, tape, yarn, paper, etc. to increase creativity.

Steps

- 1 Break participants into small groups (3-6 depending on size of group).
- 2 Give each group 5 minutes to brainstorm what they will build. Prompt participants to consider shape, texture, materials and function. How would an architect or design concept apply to their design?
- 3 Allow groups to access to the materials and start building either individually or as a group. (20-30 minutes).
- 4 Reflect on the build/s. Use the suggested reflection ideas in the next the next column or create your own.

Architecture by the Book® was inspired and developed by AIA Central Valley and is powered by CAF in collaboration with AIA California architecture firms and grant from the AIA College of Fellows.

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Reflection Suggestions

- Ask participants to share their build with the group. What do they love about it? What was challenging?
- Display the finished builds together. Reflect on the differences in approaches and materials.
- Ask participants to share their inspiration for their build. How did they apply design-thinking?
- Select one of the builds and have the groups sketch it on paper from a chosen point of view (side,top, front). How did drawing reveal its design?



credit: Christopher Garcia